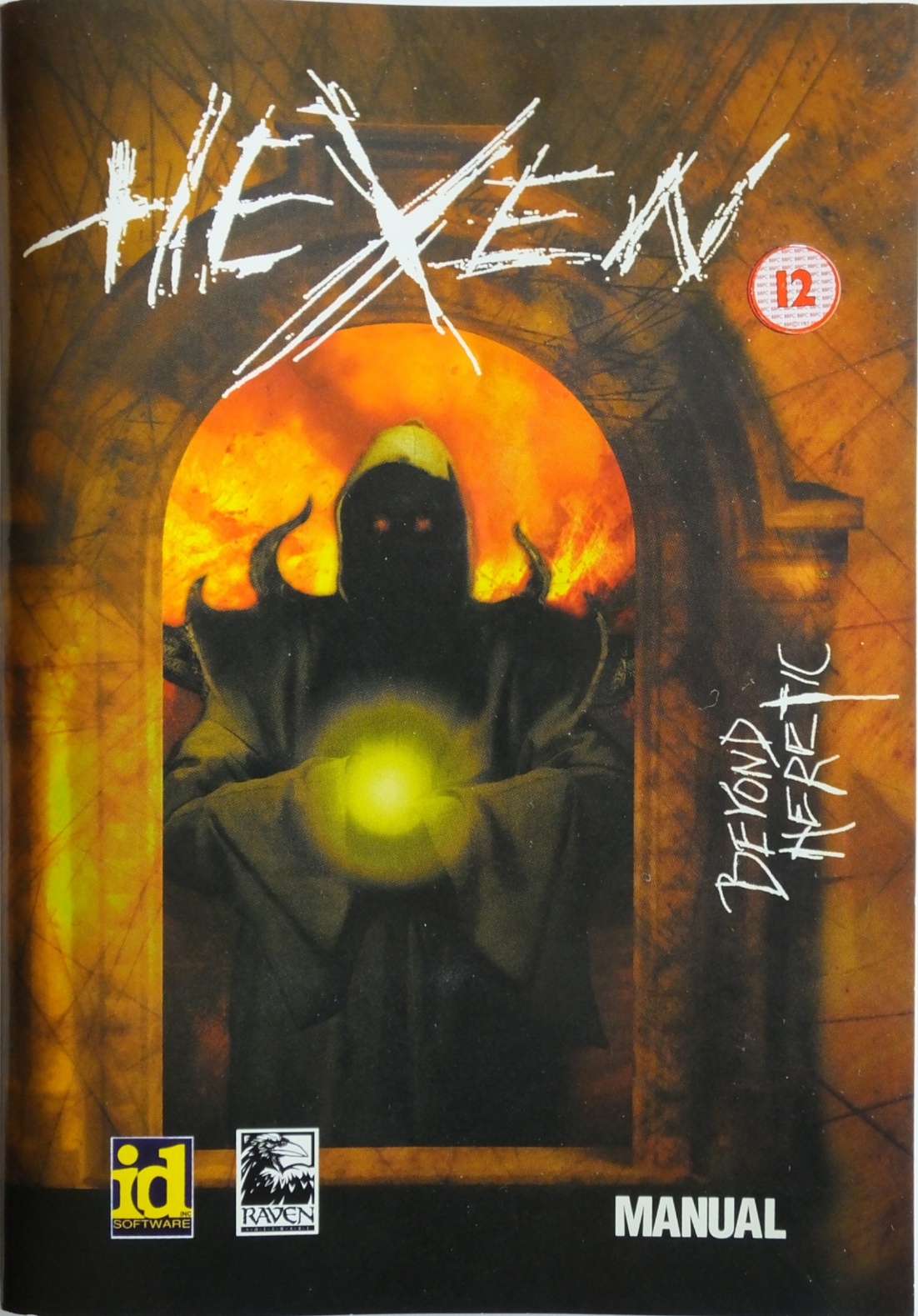
HEXEN



BEYOND HERETIC

id SOFTWARE

RAVEN

MANUAL

Hexen Instruction Manual

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SEE ADDENDUM INCLUDED IN THIS PACKAGE FOR DETAILED INSTALLATION INSTRUCTIONS AND TROUBLESHOOTING SOLUTIONS.

1. The Story so Far...

Heretic chronicled the adventures of a heroic Sidhe elf who challenged the forces of D'Sparil, the weakest of the three dimension-traveling Serpent Riders. His victory was hardly insignificant, but while he battled D'Sparil, the other two Serpent Riders were far from idle. They were hard at work sowing the seeds of destruction in several other dimensions. One such dimension is Cronos, the world of Hexen: a human world, but one where the forces of magic are both stronger and more strictly controlled than those of the Elven world.

The humans have learned from painful experience that while magic can be a powerful tool, it also contains more destructive potential than any other force in their universe. From this harsh realization a disciplined and orderly society has developed, one where every citizen knows his place, and where the vast majority of common men are held in thrall to a few ruthless, powerful leaders. Wielding magical powers and arcane artifacts, these men overshadow every other human force on Cronos, suppressing individual thought and action in the name of the greater good.

Within this strict order, three organizations maintain the fabric of human society: the Legion, the Arcanum, and the Church. In an uneasy balance often threatened by petty squabbles and escalating power struggles, these three organizations share absolute dominion over all humanity. The Legion represents human military strength, using brute force backed by magical weapons to impose a strict and inflexible order upon the populace. The Arcanum is the center of learning for all magical studies, and as such it determines who will or will not have access to its wealth of arcane secrets. The Church acts as a bridge and buffer between the Legion and Arcanum, using a mixture of magic and military training to maintain the balance of power while secretly furthering its own interests. Together or separately, these three groups control every aspect of human life.

Each organization is led by a single man: Zedek, Marshal of the Legion; Traductus, Grand Patriarch of the Church; and Menelkir, Arch-Mage of the Arcanum. These men are the

ultimate embodiment of power on Cronos. Cold, calculating and devoid of concern for anything but the advancement of their own status, these leaders were the first to fall under the sway of Korax, the second of the three Serpent Riders. In return for their allegiance, Zedek, Traductus and Menelkir were rewarded by Korax with the dark gift of Unlife. Using the powers granted them by Korax, as well as the relics already in their possession, all of humanity quickly fell under their spell.

Only three humans escaped the geas of the leaders' new powers: Baratus, a Warrior of the Legion; Daedolon, a Mage of the Arcanum; and Parias, a Cleric of the Church. Now these three have sworn to destroy the leaders they once followed, and anything else that gets in the way as they execute their task. Entering the mystical portal used by Korax to reach their world, the three become hopelessly separated, forcing each of them to attempt on their own that which they had little hope of doing together: find Korax's stronghold, defeat his legions of grotesque minions, and finally destroy the Serpent Rider himself.

Their task will be a difficult one indeed. It is well known that Korax's special powers stem from his control of the Chaos Sphere, which he uses to warp and corrupt everyone and everything he touches. Though not the mightiest of the Serpent Riders, Korax is far more powerful than D'Sparil was, and his lust for power is matched only by his hatred for all living things not under his control. Can he be vanquished? Only time will tell.

2. The Object of Hexen

Whether you choose to play as Baratus the Warrior, Daedolon the Mage or Parias the Cleric, the ultimate goal of Hexen: Beyond Heretic is the same. You must defeat Korax, the second of the three deadly Serpent Riders. The task is not an easy one, however. Along the way you must destroy hundreds of Korax's vile minions and learn the secrets of his stronghold if you wish to progress to the final confrontation.

If you have played Heretic, you will have little difficulty understanding the world of Hexen. There are several significant differences between Heretic and Hexen, though, and here are the

most noteworthy.

Hub Play: Unlike Heretic, where you progressed in a linear fashion from one level to the next, you'll find that Korax's fortress is built upon a series of central cores known as Hubs. Each Hub provides access to several sub-levels. In order to progress through the game, you will need to revisit each Hub several times and explore the numerous sub-levels that branch off from it, often recovering important items and bringing them back to the Hub. Only then will you be able to progress to the next Hub and the next challenge.

Character Classes: When you start a new game of Hexen, you will have the opportunity to choose your character class: Warrior, Mage or Cleric. Once you have chosen, you may not change your class (although you may start as many new games as you wish and use different characters in all of them, then save them in different save-game slots).

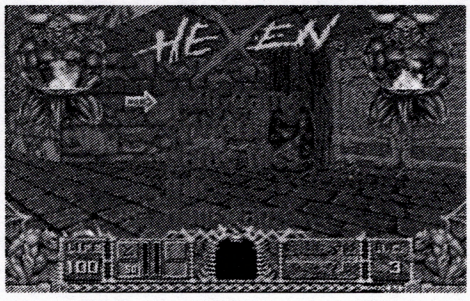
Strategies For Each Class: Several things are affected by the character class you choose. For example, each class uses different weapons, and certain artifacts work differently in the hands of different characters. Most importantly, however, each class has its own fighting style and its own unique abilities and limitations, so you'll have to bear those abilities in mind when you fight or try to solve a problem. In general, the characters' abilities are as follows:

Baratus: Trained by the Legion, Baratus is a master of the weapons and the mystical artifacts of his order. He is the fastest and strongest of the characters. His excellent speed makes him formidable in combat, and his ability to jump great distances allows him to easily reach areas that are difficult for the other characters to access by normal means. He starts the game with strong armor, and he can build his Armor Class to a higher level than either Daedolon or Parias. He needs the extra protection because his weapons emphasize close-range fighting. This is Baratus' primary weakness: unlike the other characters, he often cannot hang back and dispatch his enemies from a distance. He must charge in to bring the power of his melee weapons to bear.

Daedolon: Physically weak but strong in spirit, Daedolon weaves the very fabric of reality with his powerful spells. He is an expert at destroying his foes from afar, eliminating creatures with magical attacks before they can get close enough to injure him. However, this useful ability is counterbalanced by his poor speed and strength, and the weakness of his armor. If you choose Daedolon, you must choose your battles carefully, maximizing the effectiveness of your ranged attacks and finding some way to compensate for your lack of speed and jumping power.

Parias: Half warrior and half mage, Parias melds the two disciplines into a lethal composite. His skills and abilities lie somewhere between those of Baratus and Daedolon. He is fairly fast and strong, and some of his weapons can kill from a distance. Some might think of Parias as a weak half-caste or a mere jack-of-all-trades, but his mixture of martial and mystical training makes him a formidable opponent indeed.

3. Main Menu & Game Options



Starting Out: When you start Hexen, a demo of the game will automatically begin. Access the Main Menu by pressing the ESC key. Then use the arrow keys to move to a selection and press the ENTER key to activate it.

New Game: To begin a game of Hexen, select New Game. You'll be asked to choose a skill level and a character class. If you're new to the game, it's recommended that you use the default skill level, or perhaps an easier one.

Load Game: Select this option to load a previously saved game of Hexen.

Quit Game: This option will drop you to DOS.

Options: Select Options to change several aspects of the game, including screen size, music and sound effects volume, and controllers.

Function Keys

Within the game itself you can use function keys to perform various tasks.

F1: Views the help screen.

F2: Saves the game.

F3: Loads a previously saved game.

F4: Adjusts volume levels.

F5: To restart the level if you get stuck and feel there is no way out. You'll begin where you started on the level.

F6: Quicksave: Save without interrupting the game. Works like a normal save the first time; but thereafter, does not prompt you or display a menu, it just saves the game.

F7: Quits the current game but doesn't exit the program.

F8: Toggles game messages on / off.

F9: Quickload: Loads a game without prompting you.

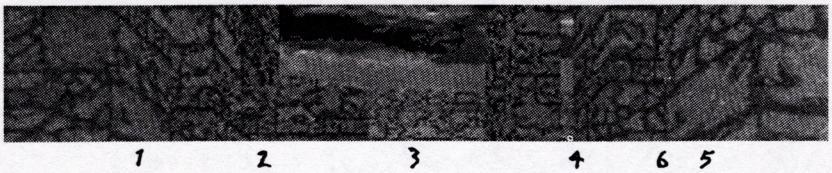
F10: Quits to DOS.

F11: Correction: Toggles the brightness of the display.

+: Increases your view.

-: Decreases your view. Useful if your machine is slow and you want to increase the frame rate.

4. Your Status



The Status Bar at the bottom of the screen displays vital information about your condition. Here's a look at what the status bar tells you.

1. Life Counter: The number in this box tells you how healthy you are. Your health is rated as a percentage, so a health of 100 means you're in perfect shape, while a health of 1 indicates that you're nearly dead. In DeathMatch play, this area will also show your number of kills.

2. Mana Counters: This area shows you how much mana you have collected. The number beneath the blue mana symbol on the left tells you how much blue mana you've accumulated, and a vertical blue bar gives you the same information graphically.

The number beneath the green mana symbol on the right shows you how much green mana you've got, while a vertical green bar shows that same information graphically.

If you are currently using a weapon that requires mana to function, then either the blue or green mana icon will be highlighted, depending on which sort of mana that weapon uses.

3. Ready Item: This box shows which item from your inventory is currently selected (ready to use).

4. Weapon Pieces: Each character can use a special weapon: The runesword known as Quietus belongs to the warrior, the holy symbol called wraithverge is used by the priest, and the staff named Bloodscourge can be wielded by the mage. These weapons have been broken into pieces, however, which you must collect. The outline of your character's special weapon (sword, symbol or staff) and any pieces you have collected will appear in this part of the screen.

5. Armor Class: The Armor Class box on the far right gives you a numerical indicator of your armor level. An adventurer with no armor whatsoever has an Armor Class of 1,

while a character armored like a Colossus would have an Armor Class of 20.

6. Life Chain: At the bottom of the screen is a chain. This chain represents your life: a sliding indicator rests on the right of the chain while you're healthy, and slides to the left when you are damaged.

Using the Inventory: When you walk over most items, they will be placed in your inventory. The bracket keys, "[" and "]", will open your inventory on the Status Bar and allow you to scroll through your items. When the item that you want to use is highlighted, press ENTER. That item is now the selected item on your Status Bar. Press enter once again to use the item.

5. Movement and Game Environment

Keyboard Controls

Arrow Keys: The arrow keys move you around in the world. The up arrow moves you forward, the down arrow moves you back, and the left and right arrows turn you around.

Alt + Left or Right Arrow: Holding down the Alt key as you press the left or right arrow key causes you to sidestep. You slide to the left or the right but continue facing the same direction.

< and >: These keys allow you to strafe (sidestep) left and right with a

single keystroke.

Shift + Arrows: Holding down the Shift key causes you to run. Running is extremely useful when you want to dodge attacks.

/: The forward slash makes your character jump. Jumping ability varies from character to character.

Page Down, Delete and End: Page Down causes you to look up. Delete lets you look down. The End key returns your view to normal.

Mouse and Joystick Controls

With a joystick, use button 1 to shoot and button 2 to open doors/activate switches. If you are using a Gravis PC Gamepad, you can also use your third and fourth buttons to strafe (sidestep) and run.

With a mouse, use button 1 to shoot and button 2 to walk forward. Double-click button 2 to open doors and activate switches. If you are using a 3 button mouse, you can use the third button to strafe, and double-click button 3 to open doors and activate switches.

Commands that the mouse or joystick can't handle will still require the keyboard.

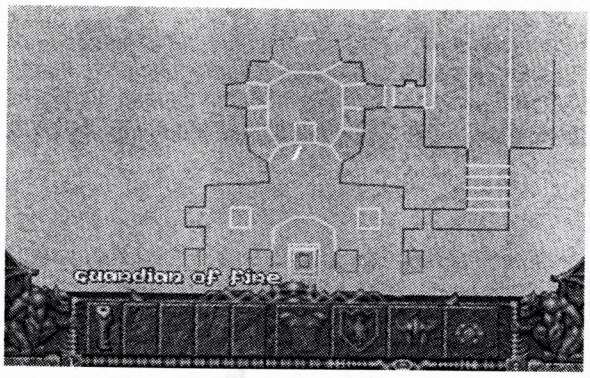
Picking Up Items

You pick up an item by walking over it. If you walk over an item but do not pick it up, you probably can't use that item right now. For example, if you are at 100% health and you walk over a Vial (which provides +10 health), you will not pick the vial up.

Flight

When you're using Inhilicon's Wings of Wrath, you can fly. Press Page Up to float upward, and press Insert to float down. Press the Home key to land.

Automap



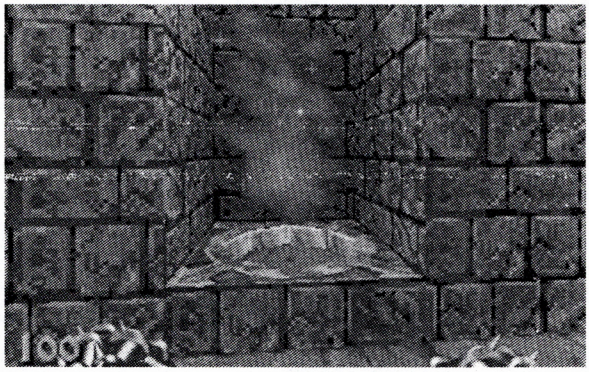
Press the Tab key to look at the map. Pressing + and - will zoom in and out. To scroll the map while your character remains in place, press F and use the arrow keys to move the map. This is known as Follow mode. Press F again to leave Follow mode.

The Automap screen is also where you will see any keys and armor that you have accumulated. All other items are placed in your Inventory.

Doors

Most doors in Hexen will open if you walk up to them and press the Spacebar. Some doors are locked, and you'll need to be holding the proper key to open them. Other doors are opened by switches on nearby walls. And still other doors remain sealed until you perform a special action, like walk into a certain room or kill a specific monster.

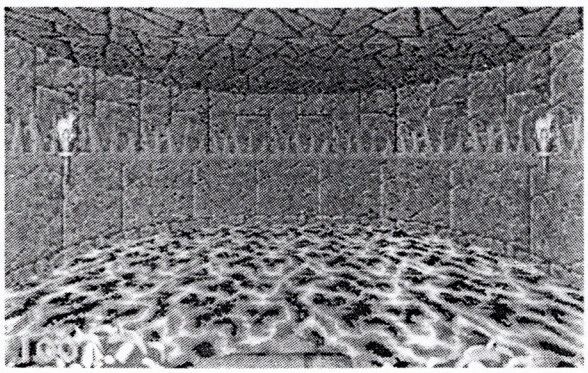
Teleporters



There are two types of teleporters in Hexen: short-range teleporters and inter-level teleporters. The short-range teleporters move you around but do not transport you to the next level. They can be identified by a symbol on the floor that emits a sparkling flow of energy into the sky. To use a short-range teleporter, you just walk over it. Note that teleporters with a red floor panel will actually teleport you, while the ones with a blue floor panel are merely end-points for other teleporters. They won't move you anywhere: they just mark the place where you'll be dropped off after using a red teleporter.

The other type of teleporter is the inter-level teleporter. This device moves you from one level to the next. These teleporters are always mounted upon walls. They look like a full-length mirror with a swirl of color inside. Just walk up to it and you'll be teleported.

Platforms



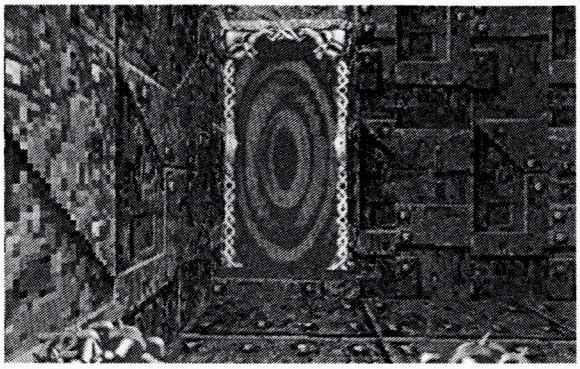
Often you will encounter platforms that raise and lower. They are activated in a variety of ways. Some raise or lower when you walk up to them and press the Spacebar, while others move when you throw a switch or walk across a certain section of floor. Still others are continually in motion.

Damaging Environments

While battling your way through Korax's fortress, you'll often encounter environmental threats such as poisonous clouds, lava-covered floors, or ceilings that drop to crush the unwary traveler. Other hazards include dangerous water currents and falling bridges that can throw you to your death.

Note that you can be killed if you fall a great distance. This was not the case in Heretic.

Completing an Area



Hexen is structured around several large Hubs. You'll spend a lot of time in each Hub, going back and forth between the many sub-levels that branch off of the main area. You'll know you've finally conquered a Hub when you reach an intermission screen with text.

Dying

When you die you are placed back at the start of the level you were killed in. The game restarts at the point where you first entered the current level, and anything you accomplished since entering that level is undone. Everything you accomplished before entering the current locale, however, is preserved.

There is no limit to how many times you can retry a level. However, since you lose all your neat equipment when you die, it is usually better to save your game frequently and load an old game if you happen to be killed.

6. Weapons

Except for the weapon that a character starts out with, every weapon in Hexen uses mana. You can tell which sort of mana a weapon uses because the appropriate mana icon will be highlighted on the Status Bar.

Fighter Weapons

Spiked Gauntlets: The Fighter starts the game with these Gauntlets and always has them "at hand" as a last resort. Each punch wears down your enemy's defense and every third punch delivers a Mighty Blow!

Timon's Axe: The Axe makes you want to really jump in there and hack away at your enemies as it deals out much more damage than the Gauntlets. This is also a close-range-only weapon, so be careful not to get carried away!

Hammer of Retribution: Now you can really start dealing some death! The Hammer can be thrown straight out in a skull-splitting attack or you can get up-close and personal for that special bludgeoning that only you can provide.

Quietus: This multi-part runesword is called Quietus because it's the ultimate way to silence your foes. After one slice from this steel companion, most monsters willingly surrender their souls.

Cleric Weapons

Mace of Contrition: The Mace will only cause contrition in an enemy after numerous beatings. This weapon should only be used as a last resort because of its short range!

Serpent Staff: The essence of the sacred Kalrath serpent is contained within this staff. Feed it with the blue mana and it will serve you faithfully by spitting twin venom spheres at your enemies. Using this staff up close will drain your enemy's life and give some of it to you!

Firestorm: The Firestorm spell lets you summon a gout of fire from the earth. The flames appear at your enemy's feet and roar upward to engulf his entire body, roasting him alive. All things considered, Firestorm is the ultimate barbecue.

Wraithverge: A very powerful multi-part weapon, this staff will summon the forces of the grave to feed upon your enemy's soul, tearing and knashing away at the lifeforce like hungry dogs!

Mage Weapons

Sapphire Wand: Useful for killing enemies, eventually, this wand will fire quick magical blue darts at your target. There is no limit to the amount of charges in this wand and it requires no mana.

Frost Shards: This spell lets you shoot frozen shards from your hands. These ice bolts are significantly stronger than the Sapphire Wand's small darts, so use Frost Shards whenever possible to freeze your enemies where they stand.

Arc of Death: The Arc of Death spell fires vertical columns of supercharged electrical energy from your hands, blasting your foes with devastating impunity. Once it hits a creature, it will stay near them and continue to do damage before finally disappearing.

Bloodscourge: This mighty multi-part staff fires multiple tracking spheres that will seek and destroy anything in their path. Mages who prefer not to aim will appreciate Bloodscourge, the humans' first successful attempt at a fire-and-forget weapon.

7. Items & Artifacts

Items with an asterisk before their name can be picked up and placed into inventory, then used later. Items without the asterisk are used immediately when you walk over them.

***Torch:** Makes it much easier to see in dark areas.

Vial: Instantly gives +10 to your health when you walk over it.

***Quartz Flask:** Gives +25 to your health.

***Mystic Urn:** Gives you full health.

***Krater of Might:** Gives you full mana of both colors.

Mesh Armor: This light armor is most useful to the Fighter and least useful to the Mage.

Falcon Shield: The Falcon Shield helps all characters, but it adds to the Cleric's Armor Class most of all.

Amulet of Warding: This amulet adds to your armor class and varies its benefit depending on your character class. The Mage benefits most, while the Fighter gets the least results.

Platinum Helm: The Platinum Helm boosts your armor class an equal amount for all character classes.

Note that all armor is added to your Armor Class the moment you walk over it. The armor then sticks around until it has absorbed a certain amount of damage, then it disappears.

***Dragonskin Bracers:** These Bracers give you a temporary (time-based) boost of 4 points to your Armor Class.

***Boots of Speed:** These give you a temporary burst of speed, making you reasonably fast if you're the Mage, and insanely quick if you're the Warrior.

***Wings of Wrath:** An old favorite, the Wings of Wrath allow you to fly through the air with the greatest of ease. The Wings allow you to fly all you want until you go to a new Hub. If you are playing a DeathMatch or Cooperative game, however, the Wings only stick around for a limited time.

***Disc of Repulsion:** When you use this artifact, everything within a certain radius of your body is deflected away. This includes monsters, projectiles and even spells!

***Chaos Device:** Teleports you back to the beginning of the level. Useful if things are getting out of hand.

***Banishment Device:** Teleports your target back to the beginning of the level. Even better than the Chaos Device: why teleport when you can make the bad guys go away instead?

***Flechette:** This strange item performs differently in the hands of different characters. When the mage throws it, it explodes like a bomb. A fighter who throws the Flechette produces an effect more like a grenade. And a Cleric who uses it produces a poison gas cloud, lethal to any who venture near.

***Icon of the Defender:** This artifact makes you virtually invulnerable. It produces slightly different effects, however, depending on who uses it. For a fighter it produces a field of invulnerability; for the mage, it creates a zone of reflection that deflects incoming attacks. And the Cleric who uses this artifact appears to blink in and out of existence.

***The Dark Servant:** The Dark Servant appears as a small Maulotaur figurine. When you use it, it grows to a life-size Maulotaur that will defend you for about 30 seconds before disappearing. Be careful, though: the Dark Servant has notoriously poor aim, and may kill you with a stray shot if your enemies are close to you.

***The Porkelator:** The Porkelator is without question the most dreaded artifact of all. By firing it at your target, you can transform legions of proud warriors and powerful mages into herds of milling swine. In human society it is forbidden to even mention the Porkelator, much less use it.

8. The Bestiary

Afrits: These larger, nastier cousins of the gargoyles found in Heretic are more than happy to douse you in flames. The only nice thing about them is the satisfying splat they make when you shoot 'em from the sky.

Stalkers: Stalkers are aquatic reptiles with huge talons designed to rend their prey into bite-sized morsels. They can't leave the water, so once you're on dry land you might feel safe. But beware, some Stalkers can fire slime projectiles.

Wendigo: This fierce tundra beast fires shards of damaging ice, turning all who fall prey to its icy grip into frozen statues.

Reivers: Although they retain only half of their bodies, these Undead creatures have lost none of their powers. They fly through the air with hypnotic grace, but don't just sit there and watch or they'll pelt you with devastating fireballs.

Death Wyvern: Like the Reivers, these creatures are Undead, and their thirst for the blood of living creatures is surpassed only by their hatred of anything but themselves. The Death Wyvern is a formidable opponent, and should be dispatched immediately - if not sooner.

Dark Bishop: Many of the more powerful leaders within the Church have been warped into mindless servants of the Serpent Riders, and their magical powers have been multiplied tenfold. These vile creatures are known as Dark Bishops, and though they are frail of limb, they are extremely powerful. They fire circling projectiles of magical jade that track your position, and the Bishop phases in and out of existence as they travel from place to place. A dangerous opponent by itself, a nightmare when encountered in groups.

Heresiarch: As far beyond the Bishops as the Bishops are above common men, these blasphemous beings control forces capable of sending mere mortals screaming in terror. The Heresiarch knows several spells, including a strong reflective spell, two types of magical attack, and a summoning spell that gates in Dark Bishops to aid the Heresiarch. Only a superb warrior can defeat a Heresiarch without sustaining serious injury.

Centaur: Named after a mythical being, these monsters bear none of the pleasant traits attributed to them in legends: vicious, brutal and extremely hard to kill. Centaurs serve in the front ranks of many of the Serpent Riders' armies. They are capable of deflecting missiles with their shields, so use caution when attacking them.

Slaughtaur: These Centaur leaders are much like their minions, but they're considerably tougher and they can spew magical fire from their shields. So we won't say anything about their apt name. Your safest strategy is to attack them from afar as they tend to do the same.

Ettin: These horrid creatures are all that remains of the once proud Legionnaires. Less than human, they retain just enough of their memory to hate what they have become, and to hate you even more for what you still are. Fortunately for you, though, they are not particularly skillful foes.

Chaos Serpent: D'Sparil once had a Chaos Serpent for a mount. On this world the Serpents run loose, uncontrolled by any higher intelligence. One breed of Chaos Serpent will scorch you with fiery blasts, while a second variant of this creature belches poisonous green gas.

Zedek: Once the leader of the Legion, Zedek is now little more than a pawn in the hands of the Serpent Riders. Still, he retains all his old martial skills, and defeating him will be one of your greatest challenges.

Traductus: From lowly monk to Grand Patriarch in 30 short years, Traductus' destiny seemed to be eternal greatness. But somewhere along the way he lost direction, and now he blocks your path to fulfilling your own shadowed fate.

Menelkir: The greatest Mage to occupy the Crystal Dais in centuries, it seems unlikely that Menelkir can be destroyed by any conventional force. Fighting him will be one of the greatest challenges of your life.

Korax: You have seen inhuman shapes before this, but surely even hell would never spawn such a being as Korax; his very presence fills you with horror, and you cannot begin to imagine what powers are contained within his twisted frame.

9. Multiplayer

IMPORTANT NOTE TO MUTIPLAYER MODE USERS: When you are playing with friends, certain rules for playing Hexen change significantly. Full details on this are included on the Multiplayer Instructions in the **Addendum** found in your game box.

10. Technical Support

If you're having problems running Hexen, first refer to the README.TXT file installed in your Hexen directory. It contains solutions to some common problems. If you have read the README.TXT file and are still having problems, you can refer to the Addendum included in this package for detailed instructions on how to install and run Hexen.

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IF YOU REQUIRE TECHNICAL ASSISTANCE

TECHNICAL SUPPORT

In the case of faulty disks, you should return the disks ONLY, not the packaging. Return disks with a covering letter containing details of the fault, your name and address to:

GT Interactive Software (Europe) Ltd., Orlyplein 85, 1043 DS Amsterdam, The Netherlands.

We will attempt to replace the disks within 28 days of receipt.

If you encounter technical problems with the disks you should write to the above address or call the **Technical Helpline** which operates between the hours of 9 am and 6 pm (Central European Time), Monday–Friday. Please ensure that you are sitting in front of your computer or have full details of your computer configuration and the problem you are encountering with you when you call.

PLEASE NOTE THAT OUR TECHNICAL SUPPORT DEPARTMENT IS IN AMSTERDAM. English speaking customers call 00 31 20 581 4363.

Credits

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